

ABSTRACT

A gaming system having a game outcome generator separate from a gaming machine, where the gaming machine is operably connected to the game outcome generator and, upon a game play request from a player, generates a request for a game play result. The game outcome generator generates a specific game outcome (won amount if the game play is a winning result, or a no-win, o-value result) and sends it back to the gaming machine. The gaming machine uses the predetermined result to mimic or simulate a skill based game. The skill based game is designed to play just like an actual skill based game, which may result in poor players not getting the game to a state that has an equivalent value as that which is supposed to be awarded (equal to the predetermined game play). Each game includes a final game event, consistent with the game just played, which enables the game to make up 10 any difference between the actual result of the skill based and the predetermined amount. This preserves the look and feel of the skill based game while allowing 15 the game to award the player the total amount of the predetermined award.